



ABOUT

I am a student at the Industrial Design Engineering faculty of Delft University of Technology, the Netherlands.

During my design projects, I have found myself most at home in interaction design, system design, and aesthetics. I am also interested in sustainability, having dedicated my Minor to this.

Through my work, I have found that the *why* behind a design is important to me, as well as making things accessible and intuitive. I value and pursue simplicity and meaning.

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SKILLS GOALS

Graphic design
I like graphic design and typology but I'm doing it by intuition rather than knowledge. I want to learn to make visual styles beyond my go-to, and to make conscious design decisions.

Digital illustration
With experience in pen-and-paper drawing, I wish to learn both freehand and vector-based digital drawing and illustration.

International collaboration
To prepare for the international design field, I'd like to experience working with designers beyond the ones from my faculty. Having recently worked with exchange students, my enthusiasm has only grown.

Design drawing, Making, Figma, ProtoPie, CAD, Arduino, Ai, Illustrator, Photoshop, InDesign

System-level design

A group-based Design Challenge for Unilever: we made a system based on reusable trays, to make food delivery more circular and sustainable. I particularly enjoyed our approach of first mapping and understanding the current system, taking all stakeholders into account, before starting on a solution and a transition plan towards that solution. It was very inspiring to see our ideas sparking new ways of thinking for Unilever's representative.

Besides general collaboration, I performed a Life Cycle Assessment and led the Transition Map design (lower left).

TUB

Information accessibility

Campina introduced a new, less user-friendly milk carton, claiming it reduced CO₂ emissions. To verify this claim, I tore the cartons apart, made calculations, and wrote an article comparing the environmental impact between the old and new packaging. I paid particular attention to data visualisation, text structuring, and readability for laypeople.

Zonder dop = minder plastic
Green milk cartons or pointless sacrifice of convenience?

Milk Type	Weight (g)
Organic	922 g/L
Regular	888 g/L

Sustainable milk cartons?

PROJECTS

Stool

This project was the first time I discovered that pursuing aesthetic experience for its own sake is an acceptable, meaningful, and worthwhile endeavour. This project was my first experience with UI/UX design, using digital app prototyping and interactive electronics. I enjoyed making hand-drawn lo-fi mock-ups to quickly test app interface elements with users.

Aesthetics

Myolin

A wearable device and app that help music teachers and students avoid unnoticed straining in the thumb. This project broadened my skills in ideation, design methods, and CAD modelling. It was engaging to see the concept emerge from interviewing and interpreting needs of an actual person, rather than thinking of an idea first and then finding users for it.

UI and UX design

Clenx

A mechanical gadget to help professional violinists keep their fingers flexible and warm while travelling or when actual practice is not possible. This project broadened my skills in ideation, design methods, and CAD modelling. It was engaging to see the concept emerge from interviewing and interpreting needs of an actual person, rather than thinking of an idea first and then finding users for it.

Concepting

Light bar

The darkness of winter gave rise to a need for a bright desk light that simulates daylight without getting in the way or producing shadows while writing. I decided to make it myself. I used skills learned at IDE and amended them with my own research and experimentation.

Personal